RATCHET & CLANK®

SIZE MATTERS

EVERYONE 10+

CONTENT RATED BY ESRB

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Ratchet & Clank® Size Matters Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

Getting Started 2

Starting Up 3

Controls 4

Main Menu 5

Controlling Ratchet 6

Controlling Clank 8

The Pause Menu 11

Know Your Arsenal 19

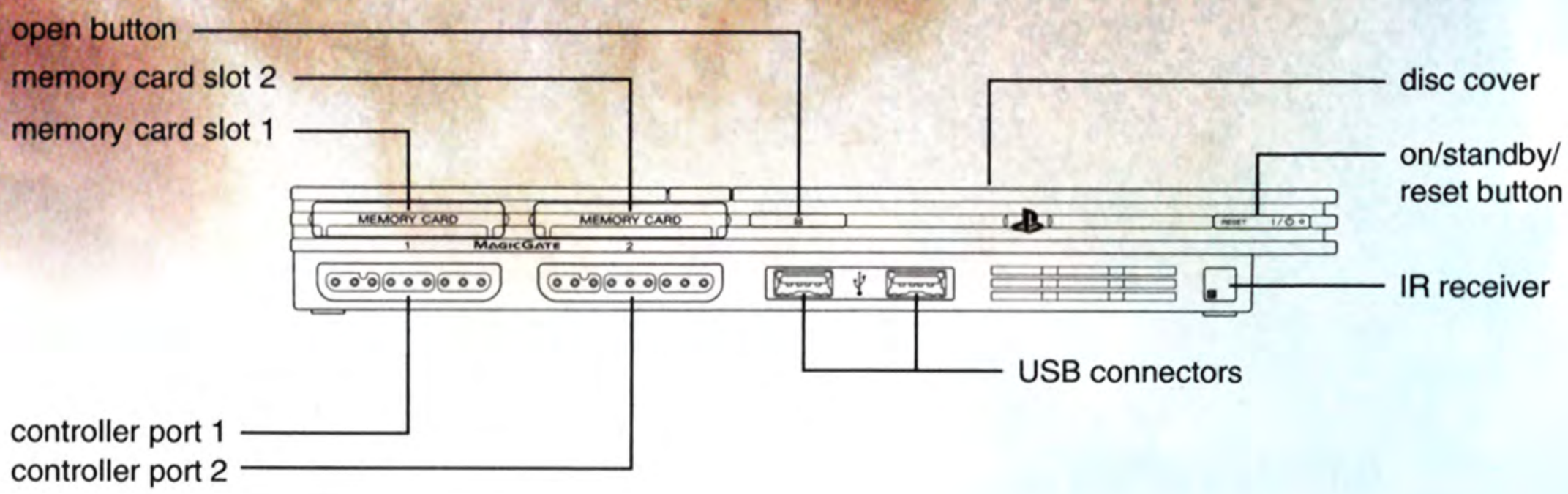
Heroic Essentials 21

Skyboard Racing 23

Multiplayer 24

Credits 28

GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

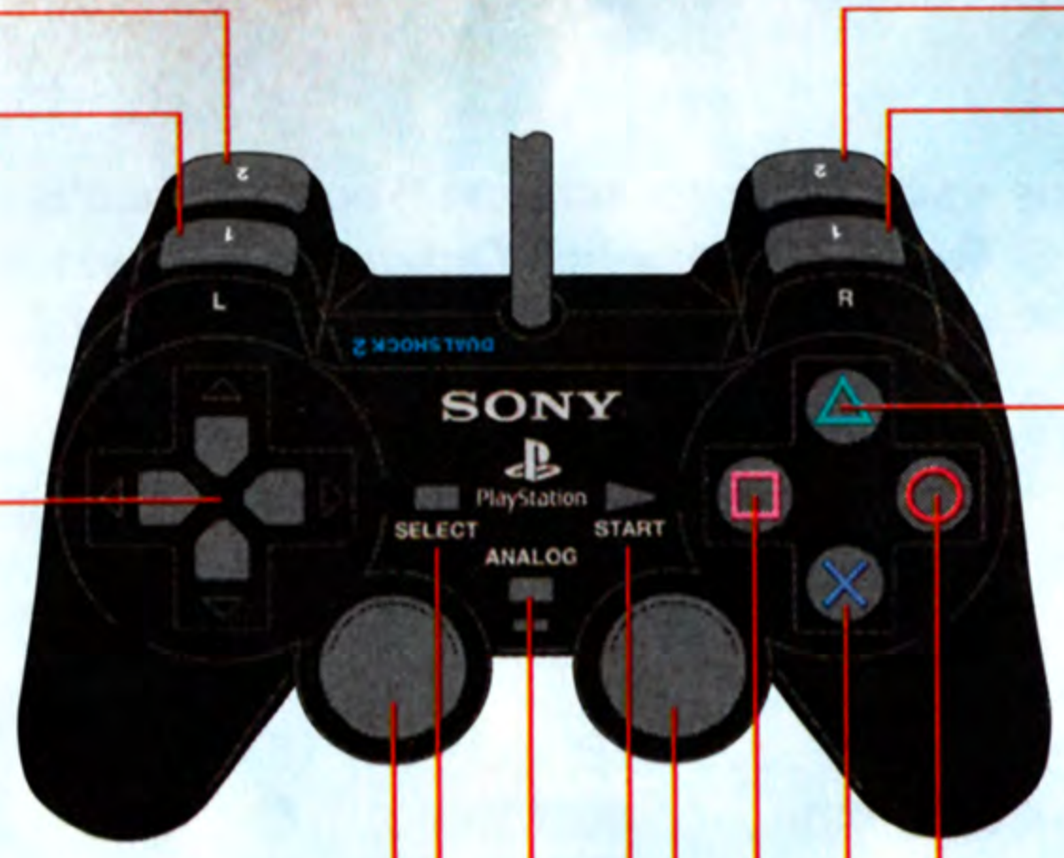
Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Check that the system is turned on (the on/standby indicator is green). Insert the Ratchet & Clank: Size Matters disc in the system with the label side facing up. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



L2 button

L1 button

directional buttons

left analog stick (L3 button when pushed down)

SELECT button

ANALOG mode button

START button

right analog stick (R3 button when pushed down)

R2 button

R1 button

△ button

○ button

× button

□ button

CONTROLS

MENU CONTROLS

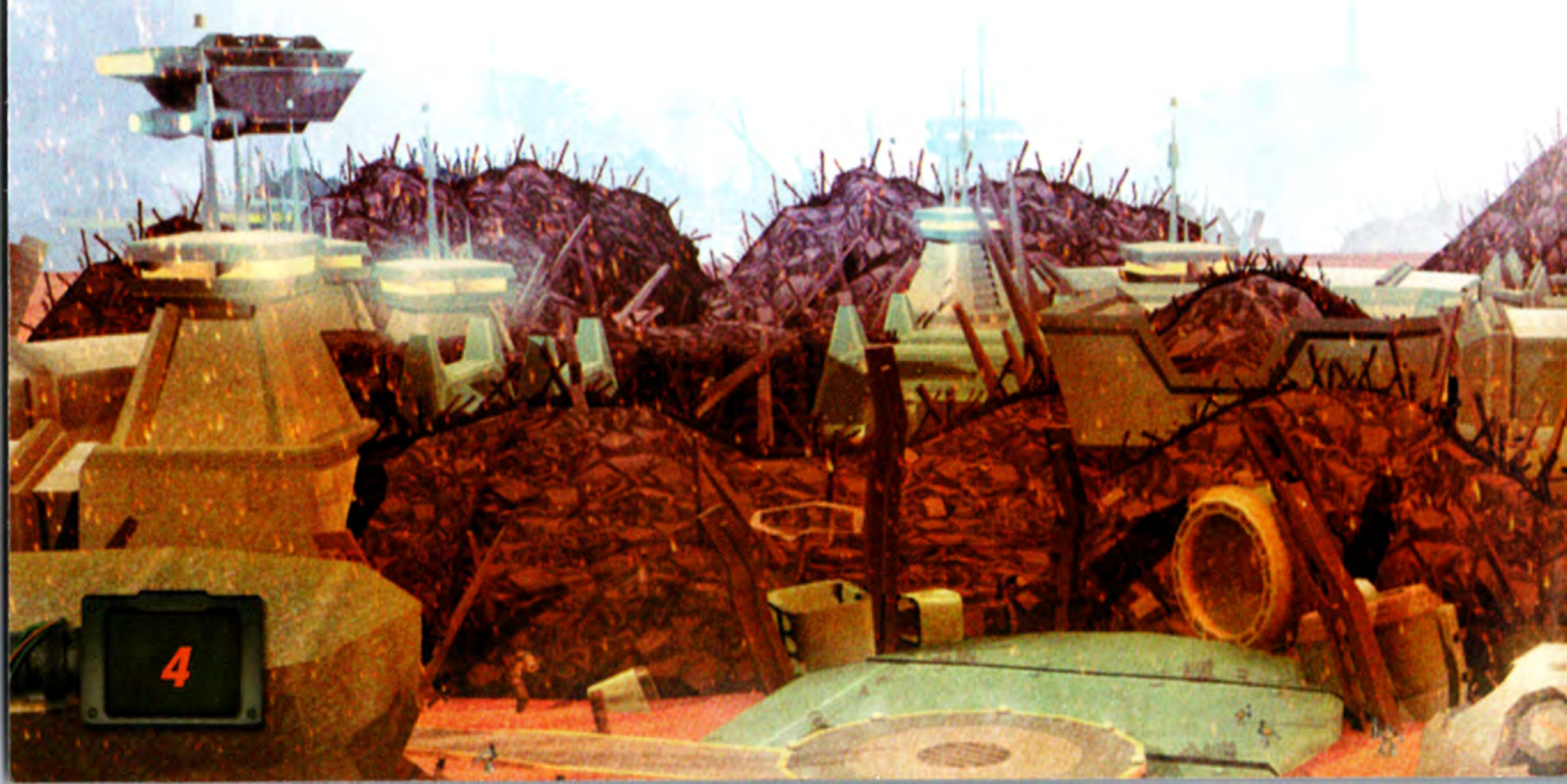
Select Menu Item . . . . . .left analog stick or directional buttons
Toggle setting . . . . . .✕ or directional buttons ← / →
Confirm / Accept selection . . . . . .✕
Previous screen . . . . . .△

RATCHET CONTROLS

Note: Third Person is the default control scheme. You can change the controls to Lock-Strafe by pressing START to pause the game, selecting Options, and then toggling the Camera Mode. For more information on Lock-Strafe controls, see Options, pg 14.

Move (default) . . . . . .left analog stick
Strafe (default) . . . . . .L2 (hold) or R2 (hold)
Turn Camera . . . . . .right analog stick
Center Camera . . . . . .tap L1
Jump . . . . . .✕
Double Jump . . . . . .✕, ✕
High Jump* (while stationary) . . . .R1 (hold) + ✕
Long Jump* (while running) . . . . .R1 (hold) + ✕
Glide* . . . . . .✕ (hold after performing a Double Jump)
Hypershot . . . . . .○ (toward a Hypershot Target)
Crouch . . . . . .R1 (hold)
Swing Wrench . . . . . .□
Comet Strike . . . . . .R1 (hold) + □
Hyper Strike . . . . . .✕ then □
Fire Weapon . . . . . .○
Weapon Select . . . . . .△ (hold) + left analog stick or directional buttons
Weapon Switch . . . . . .△ (tap)
Target/First Person Mode . . . . . .L1 (hold)
Pause game . . . . . .START
View map . . . . . .SELECT or R3

*These moves are only available when paired with Clank.



MAIN MENU

Use the left analog stick or directional buttons to highlight a selection and press ⊗ to confirm your choice.

LOAD GAME
Continue an in-progress game from where you last left off.

NEW GAME
Begin a new adventure for Ratchet & Clank.

OPTIONS
Adjust the game's options. For more information, see Options, pg. 14.

MULTIPLAYER GAME
Play the game with a friend in a Co-op or Versus game, and in either Iron Lombax or Capture the Flag mode. For more information, see Multiplayer, pg. 24.

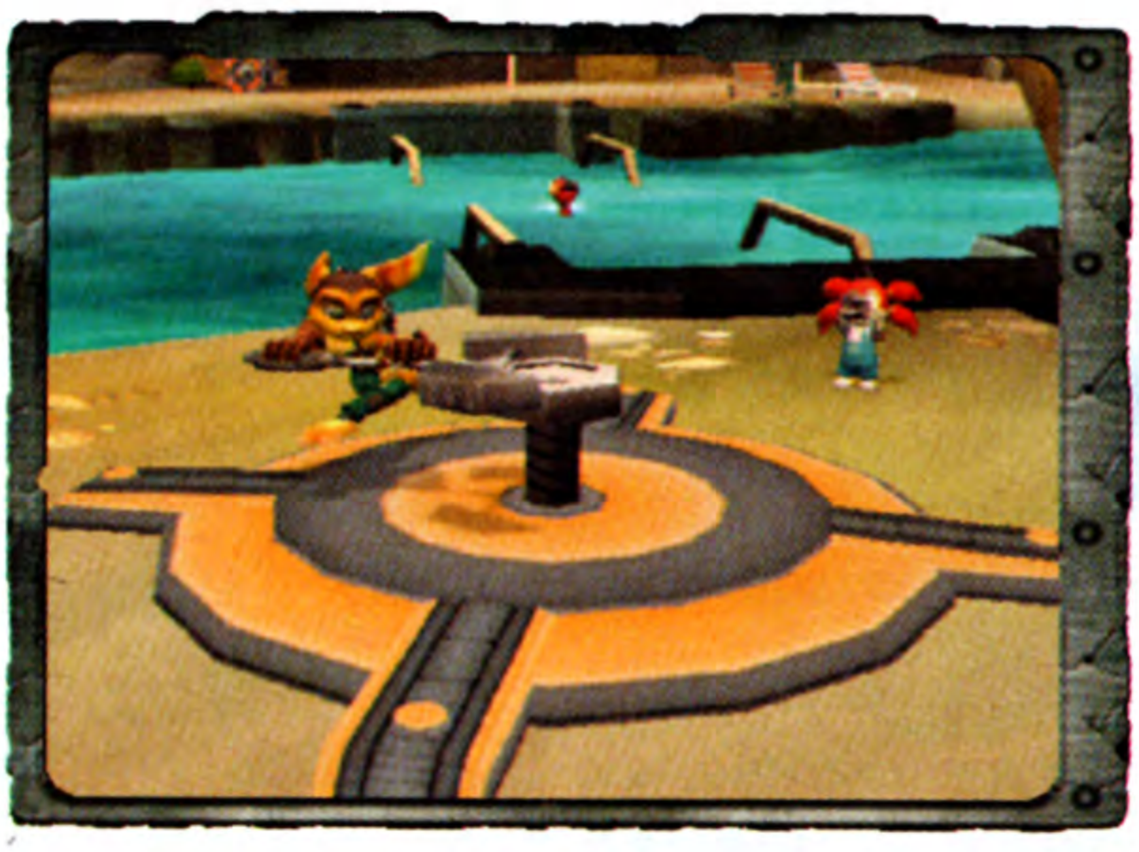
CONTROLLING RATCHET

MANEUVERING

It seems a hero's work is never done. And as usual, before he knows it, Ratchet will be faced with saving the universe once again. Take a few moments to get up to speed on his heroic abilities.

Movement: The left analog stick moves Ratchet in any direction, whereas the right analog stick rotates the camera. Holding L2 or R2 while moving allows him to strafe left and right, as well as forward and backward.

Jumping: Press ⊗ to make Ratchet jump. Press ⊗ twice to Double Jump. Press and hold R1 while standing still and then press ⊗ to execute a High Jump, allowing Ratchet to gain extra height. Continue to hold down ⊗ while in the air will allow Ratchet to slowly glide to the ground. Finally, pressing and holding R1 and then pressing ⊗ while running causes Ratchet to execute a Long Jump.



Hero Actions: Ratchet has many more physical skills, as well. He can hang on certain ledges and pull himself up by pressing ⊗, or use his Hypershot gadget to swing across chasms and gaps by pressing ◉ when jumping toward a Hypershot target. He can also use his Omniwrench 10K to operate Bolt Cranks, which often

CONTROLLING RATCHET

open up doorways or activate special machinery. To do so, move close to a Bolt Crank and press ■ to attach the wrench to it, then use the left analog stick to rotate around the Bolt Crank until it has been inserted into the ground.

USING WEAPONS AND GADGETS

The Omniwrench: Press ■ to swing Ratchet's wrench. Pressing ■ three times in a row results in a quick, triple-hit combination. Pressing ✕ then ■ while in mid-air causes Ratchet to execute a downward Hyper Strike. Crouching (press and hold R1) and pressing ■ results in a Comet Strike — Ratchet will throw his wrench at his enemies or objects.

The Quick Select Menu: Press and hold △ to open the Weapon Quick Select Menu. Use the left analog stick or directional buttons to select the weapon or gadget you want to equip and release △ to equip it. For more information, see Quick Select, pg. 15.

Weapons: Press ● to fire Ratchet's equipped weapon. Most of the Ratchet's weapons employ an auto-targeting system. Once you get within range of an enemy, a red crosshair will appear, letting you know you have a target acquired. You can use this feature in conjunction with the strafe controls to target and eliminate Ratchet's opponents while avoiding their return fire.

CONTROLLING CLANK

No longer stuck solely on Ratchet's back, Clank has become a key player in aiding Ratchet on his daring missions. Witty, charming, and packing quite a punch, Clank can perform a multitude of different abilities.

Movement and Actions: Much like Ratchet, you can move Clank by pressing the left analog stick. To jump, press ⊗. To Glide, press ⊗ to jump, then press and hold ⊗ while in mid-air. To punch and attack small foes, press ▣.

Commanding Gadgebots: Clank can also enlist the aid of Gadgebots. These tiny robots operate on the same frequency as Clank, and can help him attack enemies and get through the environment. Clank can command Gadgebots by using the Gadgebot Command Menu. To access the menu while playing as Clank, hold down △ and then select from one of four color-coded commands — WAIT, FOLLOW, ATTACK, and ENTER — using the left analog stick. The commands will only be active when a Gadgebot has been released from its enclosure and it is within eyesight of Clank.

CONTROLLING CLANK

Gadgebot Toss: Sometimes Clank will need to lend a hand to get his tiny Gadgebot buddies up to levels and platforms they normally could not reach on their own. When this occasion arises, he can hop into a nearby Botflinger by approaching it and pressing △. Once inside, use the left analog stick to rotate the Botflinger until a Gadgebot is in its sights, press ✕ or ○ to pick up a Gadgebot, then use left analog stick to move the aiming cursor to the location you want to throw the 'bot. Once you've lined up your shot, press ✕ or ○ a second time to send it flying. When you're done flinging, press △ a second time to exit the Botflinger.

Destruction Derby: Every so often Clank will be expected to take part in a brutal robotic destruction derby. During these events, Clank operates different robotic vehicles while he attempts obliterate the competition. Press □ or ✕ to fire their weapons. When acquired, ○ activates a power-up.

Gadgebot Survival: Gadgebot Survival involves directing these tiny robots into special safe houses. The catch is that they are constantly walking in one direction. You can command them to DETONATE, ELECTRIFY, SWING, or BRIDGE by holding down △, and then selecting the command with the left analog stick. This is a puzzle challenge, and one that will require your quick-thinking skills and fast reflexes.

CONTROLLING CLANK/PAUSE

Giant Clank: Clank can also transform into Giant Clank, a giant robot with the ability to fly through space and shoot down enemy craft, regaining health and earning Bolts as he does so. When controlling Giant Clank, use the left analog stick to move him around the screen and avoid space debris and other obstacles. To fire his blasters, press ⊗ or ◉. Once acquired, Clank can also fire off a series of Multi-Missiles by pressing ▣.

Note: You can toggle between NORMAL and INVERTED Fly Controls for Giant Clank by accessing the Camera Controls Menu on the Options Screen.

THE PAUSE MENU

Pressing ► START during the game will pause the game and open the Pause Menu. Use the left analog stick or directional button to cycle through your choices and press ⊗ to confirm your selection. Pressing △ or ► START will return you to the game.

PAUSE MENU

WEAPONS

The best place to manage your weapons is the Weapons Menu. This Menu displays the current Weapons in your inventory, as well as important information, such as their Upgrade Level, Ammo Supply, and Mod Status. Weapons come with the built-in ability to upgrade themselves with continual use. The upgrade bar underneath each one shows its current level. When the bar is completely filled, it will instantly be upgraded into its next, more powerful form. You can also use the Weapons Menu to choose and equip a Weapon. Use the left analog stick or directional buttons to cycle through them and press ⊗ to confirm your selection. To learn more about a selected weapon, press ▣.

Weapon Mods: Certain weapons can be enhanced with black market Weapon Mods. Once purchased and equipped, these Mods can enhance the functionality of your weapons in a variety of different ways. Note: When a Weapon Mod is installed, it shows up as a colored icon below the image of the weapon in the Weapons Menu.

PAUSE MENU

GADGETS

The Gadgets Menu is where you will see the current Gadgets and Items in your inventory. You can use the Gadgets Menu to choose and equip a Gadget by highlighting the one you want to use, then pressing ⊗ to confirm your selection.

Note: Some objects on the Gadgets Menu are Items, and are not equippable, although they may automatically be used at specifically indicated points throughout the adventure.

PAUSE MENU

ARMOR

A hero should never go into battle without protective Armor. Made of the strongest natural and synthetic elements found from the far reaches of the galaxy, this variety of protective outer-ware, which ranges from Helmets and Body Armor to Gloves and Boots, can lessen the damage done to you from enemy fire and even give Ratchet special abilities and powers. Use the Armor Screen to mix and match the various pieces of armor collected during your adventure. Pressing the left analog stick or directional buttons ⬆ and ⬇ cycles through the different armor categories. Pressing the left analog stick or directional buttons ⬅ and ➡ highlights the available pieces in each category. To equip a piece of armor, press ⊗. The Damage Reduction Bar, located underneath the image of Ratchet, indicates the amount of protection Ratchet is currently receiving from his equipped armor. Try equipping different combos for interesting results!

Note: When you complete an armor combination that gives Ratchet new abilities, these abilities will appear once you return to the game.

PAUSE MENU

HELP

Confused? Lost? Head over to the Help Menu brought to you by the Helpdesk, where you will find all of the pertinent information to keep you informed and on the right track.

Help Message Log: This menu lists all of the previously displayed Help messages for quick reference.

Controls Help: Displays the PlayStation® 2 System's control setup.

Moves Help: Access this menu for detailed descriptions of Ratchet's moves.

OPTIONS

The Options Menu allows you to manage some of the more mundane, yet necessary aspects of being a hero. Here you can edit a variety of Options, including manually saving and loading your game, managing your Quick Select Menu, accessing your camera & controls and audio visual settings, and quitting your current game and returning to the Title Screen.

Save: This option preserves your current progress, allowing you to return to the beginning of the level with all of your newly acquired bolts and weapons intact. Continue Points are located throughout the stage and serve as checkpoints. They save automatically.

Note: You can save to multiple save slots at the Save Menu. Use directional buttons ⬆ and ⬇ to select an open save slot.

Load: Choose this option to load your previously saved data. Use directional buttons ⬆ and ⬇ to select a saved game file from the Load Menu.

PAUSE MENU

Quick Select: Weapons management is the key to galactic survival. Your inventory of weapons and gadgets can get huge, and always having the right weapon ready for the right situation will help stack the odds in your favor. You can select your eight favorite weapons or gadgets and equip them using the Quick Select System. When in the Quick Select Menu, L1 and R1 cycle through the current weapons and gadgets in your Quick Select System, while the left analog stick or directional buttons highlight the others in your inventory. To swap out or add a weapon or gadget into your Quick Select System, first highlight the one you want to replace with L1 or R1, then select the new one with the left analog stick. Pressing ⊗ will confirm your selection.

Camera & Controls: Use this menu to adjust the View Mode for both 3rd and 1st Person controls, toggle the Camera Orientation between Normal and Inverted, change the Camera Mode from Passive to Follow to Lock Strafe, turn ON/OFF the Quick Select Pause, toggle the Fly Controls between Normal and Inverted, and turn controller vibration ON/OFF.

PAUSE MENU

CAMERA CONTROL MODES

There are three different camera control modes in Ratchet & Clank: Size Matters – Passive, Follow, and Lock-Strafe.

• Passive: Traditional Ratchet & Clank controls where Ratchet moves independently of the camera. Movement is controlled with the left analog stick while the camera is manipulated with the right analog stick.

• Follow: Tethers the camera to Ratchet's back, following his movement around the screen.

• Lock-Strafe: Changes the control scheme so Ratchet always faces forward. The left analog stick moves Ratchet forward and backward, as well as strafes him to the left and right.

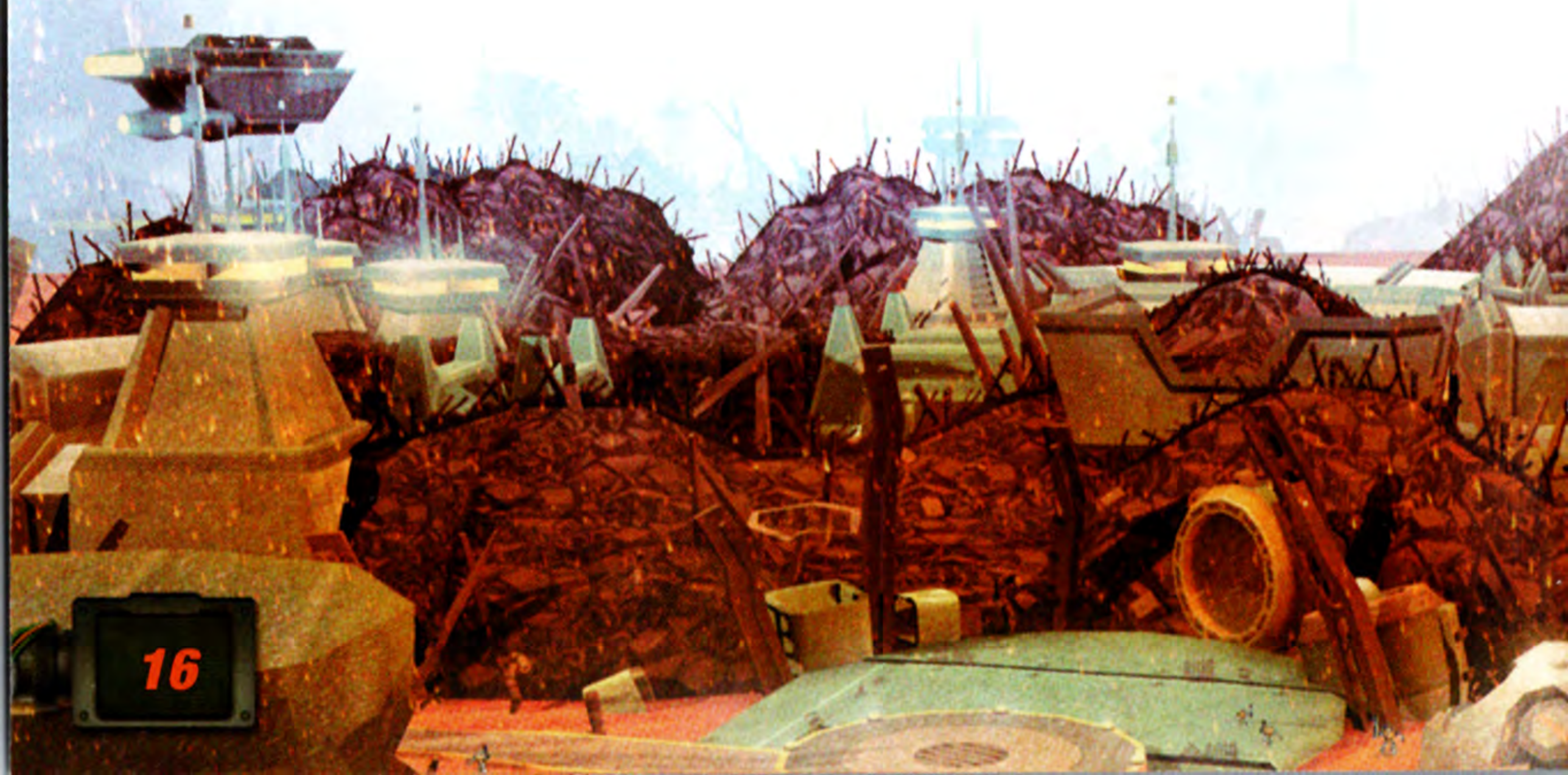
Audio Visual Settings: Use this menu to toggle Subtitles ON/OFF, adjust the volume of the Music and Sound Effects, and toggle the Helpdesk Text and Voice ON/OFF. You can also enable 16:9 WIDESCREEN or Progressive Scan views for the game.

Quit: Press ⊗ and then ▣ to quit the current game and return to the Title Screen.

Note: Make sure you manually save your game before quitting, as any progress not saved before quitting will be permanently lost.

SPECIAL

This menu contains unlockable Cheats and other secret goodies, including Skins that can be purchased with Titanium Bolts, Skill Points that must be discovered and achieved, previously viewed Cinematics, and any sets of Armor you've found and combined.



PAUSE MENU

Cheats: Cheats are unlocked by achieving Skill Points. The more Skill Points you find and achieve, the more Cheats become available. When you achieve the required number of Skill Points to unlock a Cheat, highlight it with the left analog stick or directional buttons and press ⊗ to toggle it ON/OFF.

Skins: Skins are new outfits and costumes for Ratchet to wear that must be purchased with Titanium Bolts. When you have the required amount of Titanium Bolts to purchase a Skin, highlight the Skin with the left analog stick or directional buttons and press ⊗ to equip it.

Skill Points: Skill Points are earned by completing cryptic scenarios or objectives. Some are easy, some are clever, and some involve the most insane tests of skill that you are likely to encounter in this or any galaxy! Earn enough Skill Points and you will be able to unlock some very cool stuff in the Cheats Menu.

Cinematics: Access this menu to watch all of the cut scenes you've viewed during your adventure.

Armor: Once a complete Armor set has been acquired and combined, it can quickly be viewed and equipped from this screen.

THE SELECT MENU

Pressing SELECT will take you to the Map screen. From here, you can access the Missions Screen. To return to the game, simply press SELECT again, or you can also hit START or △ to do the same.

PAUSE MENU

MAPS / MISSIONS

Map: From here, press the left analog stick in any direction to scan all areas of the Map. Press ■ to zoom in and ● to zoom out of the Map. The arrow on the Map represents your current location and the direction you are facing. Question Marks on the Map indicate areas of interest. Sections in gray indicate areas you have yet to explore, while sections filled in yellow indicate areas you have already been. Pressing ✕ will access the Missions Screen.

MISSIONS
Surgical Fa edical Outpost Omega
Escape the medical facility
Find your equipment
Back
Break out of your holding cell before your mysterious captors can perform any more weird experiments. Then, see if you can find a way off the station.

Missions Screen: The Mission Screen is where you can go to get your Mission objectives for each destination. Some missions will only appear after certain conditions have been met. You can return to any planet you want, even when all of the Mission objectives have been accomplished.

KNOW YOUR ARSENAL

Ratchet & Clank are no strangers to weapons and gadgets. Below is a sampling of some of the items they'll come across in their new adventure.

WEAPONS

Lacerator: The Lacerator is an easy-to-use, durable, basic blaster pistol that also packs a punch. Firing super-heated plasma slugs that strike enemies like a laser, the Lacerator is great for mowing down enemies one-by-one.

Acid Bomb Glove: The Acid Bomb Glove is the next-generation version of Gadgetron's venerable Bomb Glove. Featuring a high-yield Gammachlorion acid Warhead, the Acid Bomb trades ammo capacity and rate of fire for extra damage and an area-effect acid spray that lingers and is sure to burn anyone foolish enough to run through it.

Concussion Gun: The weapon of choice for the Galactic Ranger's riot squad, the Concussion Gun fires a shotgun-like blast of devastating titanium pellets that deal more damage the closer the enemy is. Also good against swarms of enemies, or the occasional Galactic Riot.

KNOW YOUR ARSENAL

GADGETS

Hypershot: The Hypershot fires out an energy cable that can be used to swing and grapple on to special "swing targets."

Sprout-O-Matic: The Sprout-O-Matic nourishes sprouts that grow in Electro-soil. Just spray them liberally with water and watch them follow you wherever you need to plant them!

Shrink Ray: A remnant of Technomite society, the Shrink Ray can shrink (and grow) objects to preposterous proportions. More practically, Ratchet can use it to shrink down and enter electromagnetic locks. Once inside, he can use his Grind Boots and OmniWrench 10K to unlock them! While near a Grind Lock, press triangle to enter.

HEROIC ESSENTIALS

NANOTECH: Nanotech heals injuries instantly from the inside out using Nanobots. Recent developments in Nanotechnology allow you to absorb Nanomites by defeating enemies, which will continually increase the maximum amount of Nanotech you can carry. Nanotech can be found inside Nanotech crates and will replenish Ratchet & Clank's Nanotech bars.

VENDORS: The Vendors are virtual one-stop shopping centers set up on every planet throughout the galaxy. Here, Ratchet & Clank can shop for the latest high-tech weapons, ammunition, and mods using the bolts they find along the way. To activate Vendor, just walk up to it and press △. Use the left analog stick or directional buttons ← or → to cycle through the available wares.

Weapon Vendors: These Vendors sell weapons, gadgets, and ammo, To make a purchase, highlight the corresponding icon and press ▣ to confirm the purchase. The amount of bolts you currently have, as well as the cost of the item, is displayed in the center of the screen.

HEROIC ESSENTIALS

VENDOR
Lock On Mod
Never miss your shot again! Press and hold L3 and the lock-on mod will automatically follow your target.
Buy
Bolts: 19592
Cost: 5000

Mod Vendors: Every once in a while Ratchet & Clank will come across these black market Mod Vendors. They sell special weapon upgrades that enhance your weapons' capabilities. To make a purchase, highlight the corresponding weapon and mod and press ● to confirm the purchase. The amount of bolts you currently have, as well as the cost of the item, is displayed in the center of the screen.

BOLTS: The currency of the universe, Bolts are what you need to purchase all those great Weapons, Mods, and Ammo to keep you one step ahead of your foes. You'll find that crates are full of them, and enemies always carry a few on them, too.

BOLT CRATES: Yours for the taking, busting these boxes will reveal their bounty of Bolts inside.

AMMO: Most weapons require ammunition but have a limited ammo-carrying capacity. Ammo can be purchased from Vendors found throughout the galaxy or inside specially marked Crates.

AMMO CRATES: Bust open these crates to replenish your ammo stores. While there's no telling which kind of ammo is stored inside, chances are it will be something you need. If you've already maxed out the ammo level for a weapon, you won't be able to pick up any of the contents.

HEROIC ESSENTIALS/SKYBOARD

TIME BOMB CRATES: These exploding crates will start to countdown if you touch them. Get too close to one when it blows, and you will find yourself a missing more than a fair share of your fur. While they might be harmful to your health, Time Bomb Crates contain Bolts. Use the Omniwrench 10k and its Comet-Strike feature to detonate them from a safe distance.

TITANIUM BOLTS: Titanium Bolts are the rarest form of currency in the galaxy and very hard to find, but worth every bit of effort required to uncover them. Use these precious commodities to purchase Skins in the Special Menu.

SKYBOARD RACING

No stranger to competition, every once in a while Ratchet will have to complete a series of high-speed hoverboard-style races for prizes and bolts. Skyboard races are all about speed, avoiding hazardous obstacles, and earning Skyboard fuel. Skyboard fuel can be picked up by running over boost rockets along each track. Certain parts of the track, such as accelerator strips, conspire to slow the Lombax down.

RACING CONTROLS

Steer . . . . . left analog stick or directional buttons ⬅ or ➡
Jump . . . . . ⊗
Boost . . . . . ▣
Air Boost (while jumping) . . . . . ▣ (hold) + left analog stick ⬆ or ⬇

MULTIPLAYER

There are several different options for playing a Multiplayer match. Use the left analog stick or directional buttons ⬆/⬇ to highlight an option and use ➡/⬅ to toggle options. Press ⊗ to confirm all your choices. Press △ to return to the previous menu.

GAME TYPE

Select either Co-op, where you will play cooperatively with a friend, or directly challenge your friend in Versus.

GAME MODES

IRON LOMBAX

In this team-based Game Mode, your objectives are determined by which environment you choose. There are four different environments: Island Escape, Danger Valley, Mega Cannons, and Moon-Cow Disease.

MULTIPLAYER

ISLAND ESCAPE

In Island Escape, you must race to collect Power Cells and deliver them to your generators before the opposing team does the same.

Island Escape Hints:

- Health crates will heal radiation damage.
- Power cells can be stolen from enemies.
- The current objective is marked by a light cone. Follow the light cone to get to the current task.

DANGER VALLEY

In Danger Valley, you must collect Homing Beacons hidden throughout the environment and run them into the enemy's forcefield generator.

Danger Valley Hints:

- Defend your base by shooting incoming mines.
- Homing beacons can be removed from your forcefield generators or base.
- Forcefield generators and bases can be used as spawn points.
- Objective arrows at the side of the screen will point to the current objective marked by a light cone. Follow the light cone to get to the current task.

MEGA CANNONS

In Mega Cannons, you must capture generators to route power to your Mega Cannon. There are three cogs per team that need to be collected with the Polarizer and returned to your base to make your Cannon operational. Once the Cannon is operational, you can then use your Mega Cannon to destroy the other team's Cannon.

Mega Cannon Hints:

- In Co-op mode, work together with your teammate to quickly eliminate the Turrets.
- Steal your opponent's cogs to make them have to travel farther.
- You don't need all three generators to power your Mega Cannon.

MULTIPLAYER

MOON COW DISEASE

In Moon Cow Disease, your objective is to race to fill your restaurant's delivery trucks before the other team does. Use the Suck Cannon to collect Martian cows and then fire them into the Matter Rearranger to create a tasty meat crate! Once you've converted three cows into a crate, use the Polarizer to pick up the crate and deliver it to your team's delivery truck. The first team to fill both of their trucks wins the match!

Moon Cow Disease Hints:

- Meat crates can be stolen so guard them on the trek back to your truck.
- Players carrying a meat crate are vulnerable so protect teammates or attack enemies depending on your needs.
- To complete your objectives quickly, travel to the objective light cones. If the objective light cone does not appear on-screen, an arrow will point to the closest cone.
- Sucked up cows can be used as a weapon against your opponents. But don't lose sight of the objective!

CAPTURE THE FLAG

Locate and capture the opposing team's flag. Once a flag is obtained, return with it to your base to snag the score.

MULTIPLAYER PAUSE MENU

Pressing START during a game will open up the scoreboard and it provides a route to the Options menu via the ⊗ button. At the Options screen, use the left analog stick or directional buttons ⬆ or ⬇ to highlight a menu option and press ⊗ to confirm your selection.

MULTIPLAYER

OPTIONS

Select and adjust a variety of game options.

Camera & Controls: Same as the Options Menu in the main Pause Menu. Here you can adjust the View Mode for both 3rd and 1st Person controls, toggle the Camera Orientation between Normal and Inverted, change the Camera Mode from Passive to Follow to Lock Strafe, turn ON/OFF the Quick Select Pause, toggle the Fly Controls between Normal and Inverted, and turn controller vibration ON/OFF.

Audio Visual Settings: Again, the same as in the main Pause Menu. Toggle Subtitles ON/OFF, adjust the volume of the Music and Sound Effects, and toggle the Helpdesk Text and Voice ON/OFF. You can also enable 16:9 WIDESCREEN or Progressive Scan views for the game.

Quit: Quit the current game and return to the Main Menu.

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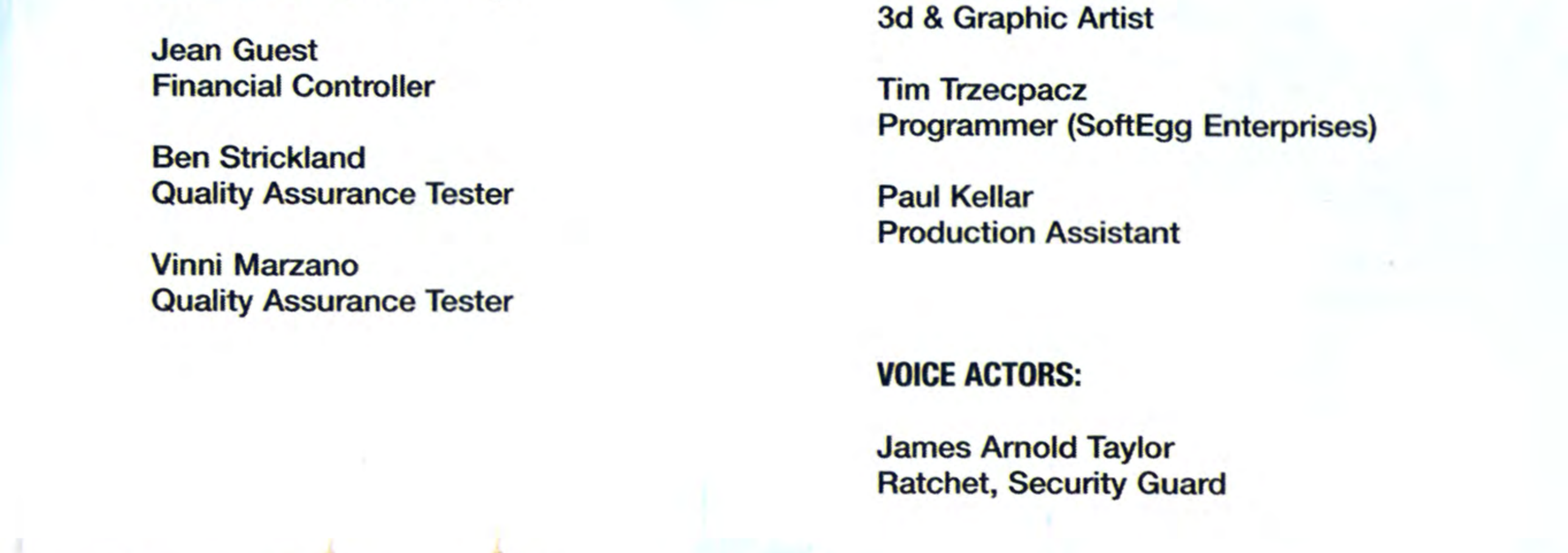

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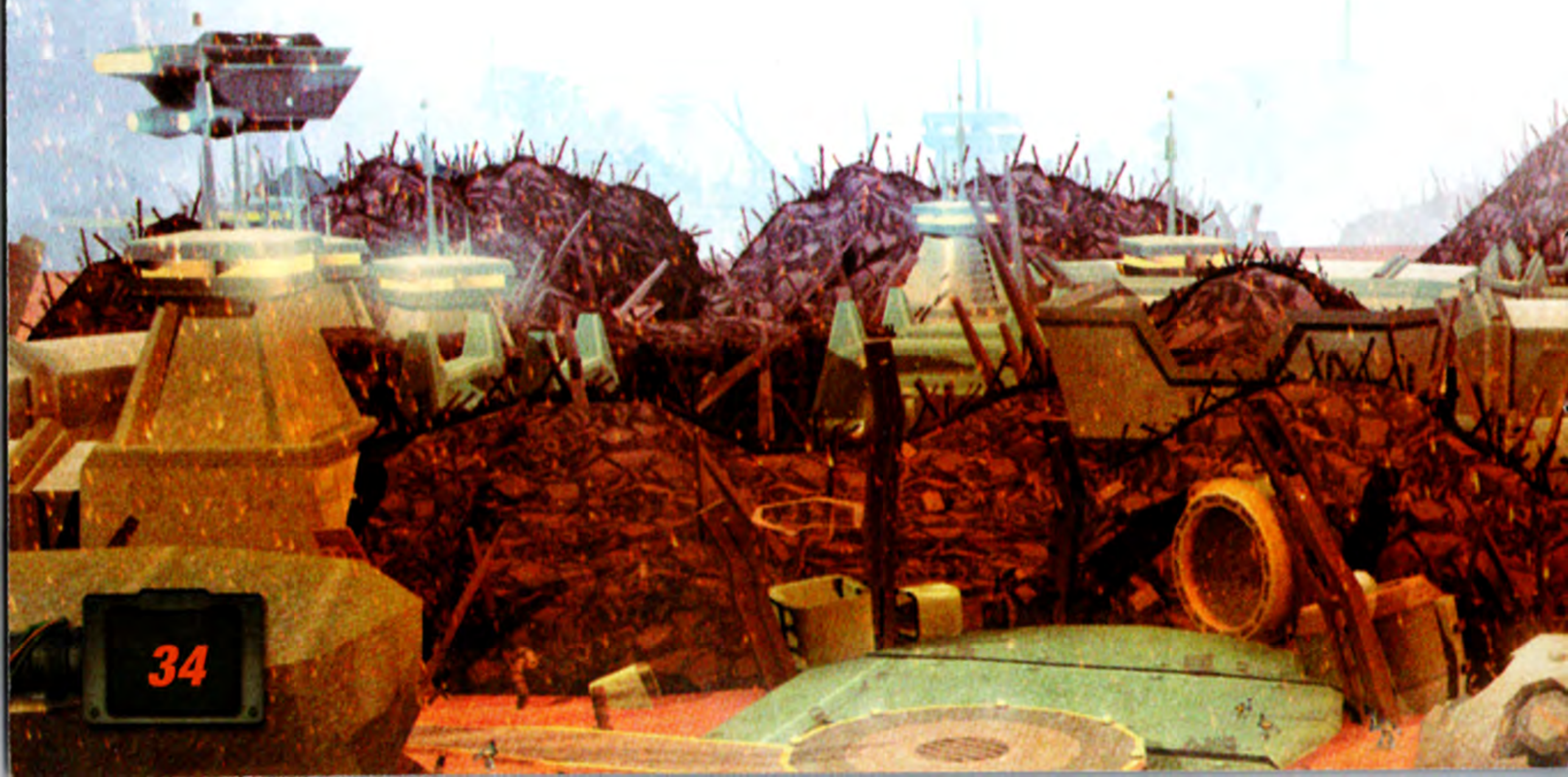

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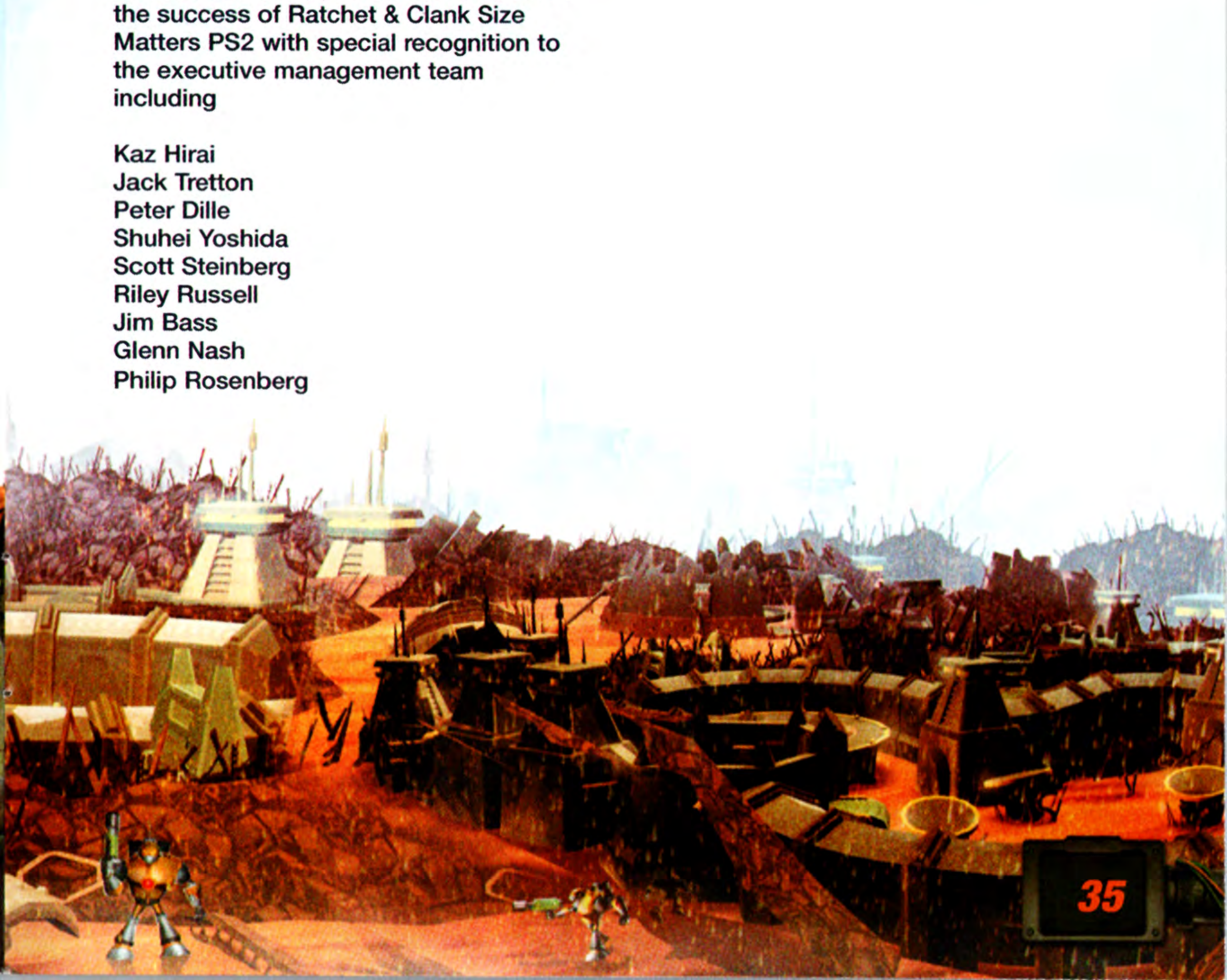
Kaz Hirai
Jack Tretton
Peter Dille
Shuhei Yoshida
Scott Steinberg
Riley Russell
Jim Bass
Glenn Nash
Philip Rosenberg

In memory of
Daniel Aric Johnson
1974-2006



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